

EDUCATIONAL GAMES

# CODE BREAKER/16K

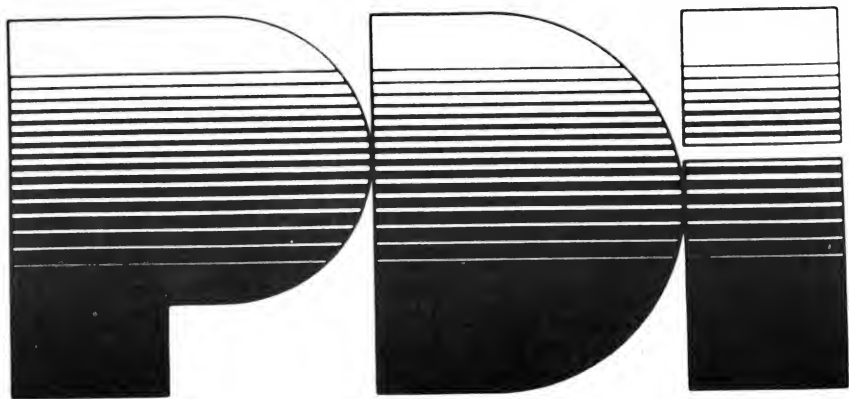
Age 10 and Older



Program Design, Inc. 11 Idar Court Greenwich, Conn. 06830

\*ATARI is a trademark of Atari, Inc.

# CODE BREAKER



Guide

**IQ-Builder**

## WHAT IS CODE BREAKER?

Code Breaker is a set of 3 programs for use by individuals 10 and older. The programs send you scrambled messages to decode. In Code Breaker 1 you receive a message in which the letters in each word are scrambled. You must rearrange the letters of each word to decode them.

In Code Breaker 2 and 3 the letters in each word are scrambled and the words are out of order, too. You must rearrange the letters in each word and also rearrange the words to find the message. Code Breaker 3 contains longer and more difficult words than 2.

## WHAT DOES CODE BREAKER TEACH?

To write effectively, a person must have a good vocabulary and be able to put words together in grammatically correct sentences. In English, a variety of different sentence patterns are acceptable, provided certain rules are followed. For instance, subjects can come before or after the verb. Adjectives can be placed in different positions. The more fluent a writer is in using different sentence patterns correctly, the easier it will be to express an idea in the clearest possible way.

Code Breaker helps develop the vocabulary skills, knowledge of grammar and fluency in sentence construction needed for good writing.

In order to decode the messages in Code Breaker, the player must be able to recognize the scrambled words. This involves both vocabulary and spelling skills. Working on Code Breaker will provide practice in these skills.

To unscramble sentences, the player must manipulate different parts of speech--verbs, nouns and adjectives--to see which arrangement makes sense. The player will usually try several different patterns before deciding which is best. Everyone has some knowledge of grammar--informal as well as formal. Code Breaker forces the player to put that knowledge to work in a practical way. It helps to develop both grammar skills and fluency.

### HOW TO USE CODE BREAKER

Begin with Code Breaker 1, the first program on the tape. Follow the directions in your computer manual to load the program. Be sure to use Applesoft II for Apple computers. Follow the directions on the screen to use the program. The computer will tell you to type in your decoded message and will tell you which words are correct. You'll keep trying until you get the correct message. Have scratch paper and pencil handy.

As soon as you feel you can handle the unscrambling in Program 1, go on to Code Breaker 2.

In Code Breaker 2 and 3, you'll type in the words in the correct order. When you find you're doing well in 2, go on to 3, which has harder words.

You can go back and use Code Breaker as often as you wish for further practice. Messages in each program are produced randomly by the computer, so that you will get different messages each time you play.

*You are now ready  
to load the tape.*



Program Design, Inc.  
11 Idar Court Greenwich, CT 06830  
203-661-8799

## **DISK**

### **CODE BREAKER**

3 scrambled message games of increasing difficulty that build basic word handling skills needed for good writing. First game scrambles letters within the words in the message; next 2 games scramble letters and also word order. The last game gives the hardest messages. Messages are made up by the computer from an extensive word list.

PDI's Educational Games Series  
are designed to teach academic skills  
in non-traditional ways

This course is recorded on a PDI  
Digi-Load cassette. The Digi-Load system uses  
digital recording techniques and chrome tape to  
make the finest possible computer tape.

PDI will replace any defective cassette  
free of charge upon receipt of  
defective tape.

# CODE BREAKER

Atari™ Basic

CRBATD

Copyright © © 1981 by Program Design, Inc.



**Allenbach  
Industries**